

# NAVASI

ENVOY

3

<b>ANCESTRY</b>	HUMAN (SKILLED)	<b>BACKGROUND</b>	OUTLAW
<b>SPEED</b>	30 FEET	<b>PERCEPTION</b>	+6 (TRAINED) (+2 TO INITIATIVE ROLLS)
<b>LANGUAGES</b>	COMMON, KASATHA, VERCITE, VESK	<b>CLASS DC</b>	19
<b>STRENGTH</b>		<b>DEXTERITY</b>	
<b>STR</b>	+0	<b>DEX</b>	+2
<b>INTELLIGENCE</b>		<b>WISDOM</b>	
<b>INT</b>	+2	<b>WIS</b>	+1
		<b>CHARISMA</b>	
		<b>CHA</b>	+4

## DEFENSES

CURRENT HIT POINTS	MAX HIT POINTS	ARMOR CLASS
	32	18
<b>FORTITUDE</b>	<b>REFLEX</b>	<b>WILL</b>
+5	+9	+8

## STRIKES

<b>MELEE</b>	◆ knife +7 (agile, analog, finesse, thrown 10 feet, versatile S), 1d4 piercing
<b>RANGED</b>	◆ laser pistol +8 (expend 2, mag 10, range increment 40 feet, reload 1, tech, tracking +1), 1d6 fire ◆ semi-auto pistol +7 (analog, expend 1, mag 10, range increment 60 feet, reload 1), 1d6 piercing

## SKILLS

<b>ACROBATICS (DEX)</b>	<b>ARCANA (INT)</b>	<b>ATHLETICS (STR)</b>
+7 ●	+2	+5 ●
<b>COMPUTERS (INT)</b>	<b>CRAFTING (INT)</b>	<b>DECEPTION (CHA)</b>
+7 ●	+2	+11 ●●
<b>DIPLOMACY (CHA)</b>	<b>INTIMIDATION (CHA)</b>	<b>ABSALOM LORE (INT)</b>
+9 ●	+9 ●	+7 ●
<b>UNDERWORLD LORE (INT)</b>	<b>MEDICINE (WIS)</b>	<b>NATURE (WIS)</b>
+7 ●	+6 ●	+1
<b>OCCULTISM (INT)</b>	<b>PERFORMANCE (CHA)</b>	<b>PILOTING (DEX)</b>
+2	+4	+9 ●●
<b>RELIGION (WIS)</b>	<b>SOCIETY (INT)</b>	<b>STEALTH (DEX)</b>
+1	+2	+7 ●
<b>SURVIVAL (WIS)</b>	<b>THIEVERY (DEX)</b>	● = TRAINED ●● = EXPERT ●●● = MASTER
+1	+7 ●	

## FEATS AND ABILITIES

<b>ANCESTRY ABILITIES</b>	Natural Ambition* (Watch Out), Skilled Human (Diplomacy)*
<b>CLASS FEATS</b>	Get in There!, Size Up
<b>GENERAL FEATS</b>	Fleet*, Incredible Initiative*
<b>SKILL FEATS</b>	Battle Medicine, Intimidating Shot
<b>CLASS ABILITIES</b>	adaptive talent (Lie to Me), Get 'Em, leadership style (guns blazing), wise to the game

\* Abilities with an asterisk have already been calculated into Navasi's statistics and do not appear elsewhere.

## EQUIPMENT

<b>BULK</b>	<b>Current:</b> 3; <b>Encumbered:</b> 5; <b>Maximum:</b> 10 Bulk
<b>WORN</b>	commercial carbon skin, commercial knife, tactical laser pistol (1 commercial battery; 10 charges), commercial medkit, commercial semi-auto pistol (1 magazine; 10 projectile rounds)
<b>STOWED</b>	commercial hacking toolkit, commercial infiltrator's toolkit
<b>WEALTH</b>	230 credits



## WHAT IS AN ENVOY?

Navasi is an **envoy**, a leader who motivates their teammates and trips up their enemies with cunning and style.

## EQUIPMENT

The following rules apply to Navasi's equipment.

**Agile** The multiple attack penalty you take with this weapon on the second attack on your turn is -4 instead of -5, and -8 instead of -10 on the third and subsequent attacks in the turn.

**Analog** This weapon eschews advanced electronics, computers systems, and electric power sources but was manufactured and calibrated using advanced technology. This weapon is immune to abilities that target technology.

**Comm Unit** This pocket-sized device combines a portable computer and communications device, allowing instantaneous wireless communication with other comm units in both audio- and text-based formats at planetary range. A comm unit includes a calculator, flashlight (emits bright light in a 5-foot radius around you and dim light in the next 5 feet), a browser that accesses any local infospheres, and several entertainment options (including games).

**Expend** Using this weapon expends the listed value's ammunition.

**Finesse** You can use your Dexterity modifier instead of your Strength modifier on attack rolls using this melee weapon. You still calculate damage using Strength.

**Hacking Toolkit, Commercial** A hacking toolkit is required for Computers checks to Hack computers. You can use a hacking toolkit to access a computer without using a user interface, but this requires physical contact with the computer or contact via an infosphere or a similar linked network.

**Infiltrator's Toolkit, Commercial** You need an infiltrator's toolkit to Pick Locks or Disable Devices (of some types) using the Thievery skill.

**Laser Pistol** A compact pistol that deals fire damage, with 1 commercial battery containing 10 charges.

**Mag** The amount of ammo a magazine holds.

**Medkit, Commercial** These contain analgesics, bandages, sterile gauze, and suturing tools necessary for Medicine checks to Administer First Aid, Treat Disease, Treat Poison, or Treat Wounds.

**Range Increment** Attacks with this weapon work normally up to a range of the listed value. Attack rolls beyond a weapon's range increment take a -2 penalty for each additional multiple of the listed value between you and the target. Attacks beyond the sixth ranged increment are impossible.

**Reload 1** When you're out of ammunition, you can reload a new battery or magazine as an Interact action.

**Semi-Auto Pistol** This basic pistol has 1 magazine with 10 projectile rounds.

**Tactical Weapon** The weapon gains the Tracking +1 trait.

**Tech** Weapons with the tech trait incorporate electronics, computer systems, and power sources. Usually the weapons rely on integrated power sources (such as melee weapons that don't have the powered trait), while others drain batteries with each attack.

**Thrown 10 Feet** You can throw this weapon as a ranged attack; it's a ranged weapon when thrown. You add your Strength modifier to damage as you would for a melee weapon. This weapon has a range increment of 10 feet.

**Tracking +1** Attack rolls with this weapon gain a +1 item bonus (already included in Navasi's statistics).

**Versatile S** This weapon can deal slashing damage as well as piercing damage. Choose each time you attack.

## FEATS AND ABILITIES

Navasi's feats and abilities are described below.

**Adaptive Talent** During your daily preparations, select one skill feat that you meet the prerequisites for. You gain this skill feat until you prepare again.

**Battle Medicine** ♦ (general, healing, manipulate, skill) **Requirements** You're holding or wearing a medkit; **Effect** You can patch up wounds, even in combat. Attempt a Medicine check with the same DC as for Treat Wounds and restore the corresponding amount of HP; this doesn't remove the wounded condition. As with Treat Wounds, you can attempt checks against higher DCs if you have the minimum proficiency rank. The target is then immune to your Battle Medicine for 1 day. This does not make them immune to, or otherwise count as, Treat Wounds.

**Envoy Directives** You can only use an action with the directive trait once per round.

**Get 'Em!** ♦ to ♦♦ (directive, envoy) You single out an enemy for you and your allies to focus your attacks on. Select an enemy within 60 feet that you can see. You and your allies gain a +1 status bonus to attacks against that target until the beginning of your next turn.

**Lead by Example** If you used two actions, Strike the target. You gain a +4 status bonus to the damage roll. Regardless of whether the Strike hits, you and your allies gain a +1 status bonus to damage on subsequent Strikes made against the enemy until the start of your next turn.

**Get in There!** ♦ to ♦♦ (directive, envoy, traversal) You urge your allies to hustle into the fight or to get out of the way. Until the beginning of your next turn, you and your allies within 100 feet who can sense you gain a +5-foot status bonus to Speed.

**Lead by Example** If you used two actions, Step or Stride. Each of your allies within 100 feet who can sense you can immediately Step or Stride up to half their Speed (rounded down to the nearest 5 feet) as a reaction.

**Intimidating Shot** ♦ (general, skill) You attempt to Demoralize a foe within your ranged weapon's range by firing it into the air, using ammo equal to the weapon's expend. This check doesn't take a -4 circumstance penalty if the target doesn't share a language with you.

**Lie to Me** If you can engage in conversation with someone trying to Lie to you, use your Deception DC (21) if it is higher than your Perception DC to determine whether they succeed. This doesn't apply if you don't have a back-and-forth dialogue, such as when someone attempts to Lie during a long speech.

**Ready Arms!** ♦ to ♦♦ (directive, envoy) You and all allies within 30 feet can Interact to draw, Switch Hands, or swap weapons as a reaction.

**Lead by Example** If you used two actions, you can Strike, Area Fire, or Auto-Fire with a weapon you drew or swapped to (including by changing active set of hands). If your Strike hits or if a target failed its save against your Area Fire or Auto-Fire, one ally can make a Strike against the same target as a reaction.


**Size Up** (concentrate, envoy, exploration) **Frequency** once per hour; **Effect** You spend 1 minute observing a specific individual, 10 minutes researching a specific individual on the infosphere, or 1 hour networking and gathering information. This subject is your asset. If you assess your asset via observation, you don't need to know their identity, but if you assess your asset via research or networking, you must know their identity, which requires at least two relevant pieces of information about them. Examples of relevant information could include their name, their place of origin, their current residence, the name of their parent or significant other, their employer, or their organizational affiliation. The GM determines what constitutes relevant information for this purpose, based on the asset you've selected.

You gain a +1 circumstance bonus to Deception, Diplomacy, Intimidation, and Perception checks against or in relation to your asset,

and a +1 circumstance bonus to attempts to Recall Knowledge about your asset.

You gain the benefits of the 2-action Get 'Em! when using 1-action Get 'Em! on an asset.

You can maintain up to 4 assets. If you Size Up other assets after that, your new asset replaces a previous one.

**Watch Out**  (concentrate, envoy) **Trigger** A creature targets an ally within 60 feet with an attack, and you can see both the attacker and your ally; **Effect** You signal a warning to your ally, granting them a +2 circumstance bonus to AC against the triggering attack.

**Wise to the Game** You gain a +1 status bonus to your Perception DC against attempts to Feint or Lie to you and attempts to divert your attention with Create a Diversion, and a +1 status bonus to your Will DC against emotion effects.